Requirements:

- Modded Vita.
- Installed game (PCSG00139).
- VitaShell.
- rePatch plugin.
- xdelta UI.

Decrypt game assets (Vita):

- Go to VitaShell and head unto ux0:app/PCSG00139.
- Press Triangle > Open decrypted.
- Open media folder and head unto 00_GMV.cpk. Press Triangle > Copy.
- Go to ux0 press Triangle > Paste.
- Again head unto ux0:app/PCSG00139.
- Press Triangle > Open decrypted.
- Head unto eboot.bin. Press Triangle > Copy.
- Go to ux0 press Triangle > Paste.
- Connect your Vita to PC with VitaShell.

Apply the patch (PC):

- Copy both 00_GMV.cpk and eboot.bin in any folder.
- Download patches from the repo (Folder: release/{lang}).
- Using xdelta UI patch these files.
- Create folder PCSG00139 on PC.
- Move patched eboot.bin into PCSG00139.
- Move patched 00_GMV.cpk into PCSG00139/media.
- Move this folder PCSG00139 into Vita ux0:rePatch/.